

Wartime Medical Decontamination Simulation

Decon ECP



Un-touched, original panoramic screen shot

Entry Control Point (ECP) for Decon Site.
Notice the “volumetric” lighting from the
headlamps of the HMMV.

Created By:
TSgt Michael Dunav
SrA Bradford Bisaillo

Wartime Medical Decontamination Simulation

AI Solder on Patrol



Un-touched, original panoramic screen shot

Artificial Intelligence (AI) Chemical Solder.
Programmable or Independent interaction with
user. Note: Use of the M40A Mask.

Created By:
TSgt Michael Dunav
SrA Bradford Bisaillo

Wartime Medical Decontamination Simulation

Decon Triage



Un-touched, original panoramic screen shot

Real-Time light sourcing. Variable light intensities and true shadow and environmental effects.

Created By:
TSgt Michael Dunav
SrA Bradford Bisaillo

Wartime Medical Decontamination Simulation

Decon, Station One, Cut-down



Un-touched, original panoramic screen shot

Realistic and accurate modeling of present equipment. "True to life" textures to enhance the "feel" of the simulation.

Created By:
TSgt Michael Dunav
SrA Bradford Bisaillo

Wartime Medical Decontamination Simulation

Decon yard



Un-touched, original panoramic screen shot

A completely interactive environment.
Smoke, rain, wind, vapors, water--
all can be accurately represented...

Created By:
TSgt Michael Dunav
SrA Bradford Bisaillo

Wartime Medical Decontamination Simulation

Post Decon transport to MTF



Un-touched, original panoramic screen shot

Artificial Intelligence (AI) NATO Peace Keeper.
Standing next to NATO Wheeled Litter Carriers
and HMMV.

Created By:
TSgt Michael Dunavon
SrA Bradford Bisaillo